

Test Case description	Outcome
Click cards multiple times to make sure that it flips consistently	Success
Re-run application 5 times and unveil every dragon card and check if it they are randomised	Success
Re-run application 5 times and check if volcano cards are randomised	Success
Set player quantity to 2 and check if Dragon Tokens spawn at opposite caves to ensure even spacing.	Success
Change frame sizing and check if dragon card pool is still placed in the middle of the frame	Success
Attempt to make two instances of board to ensure that the Board class is a singleton, success if unable to.	Success

Code Inefficiencies

At the moment, the Volcano Card is split into 3 grids that display 3 different creatures. However, this route proves/will prove difficult when implementing the movement of the DragonToken across the Panel. Hence, future sprints may require each grid to be in its own individual panel that displays the creature.